

Ellanor C. Lawrence Park
Teacher's Outline
Program: Trees are Terrific
Grade: 1, 2, 3 (All About Plants)

Program Objectives

- To introduce children to basic tree biology and identification
- To discuss trees as resources which are valuable to animals and people

Program Length

1 hour

Program content

- Introduction of staff and welcome to park
- Play "build a tree" game to introduce parts of trees and their functions
- Discuss importance of trees to plants, and animals (including people) (e.g erosion control, animal homes, food, shade, wood products, oxygen, etc.)
- Trail walk to look at areas of erosion on the trail. Identify some common trees, learning about leaf shapes, twig structure, and bark. Discuss seasonal effects on trees. Identify nuts, seeds, and other tree parts
- Summary of concepts covered and names of common trees

Terms to understand

- *Deciduous*: Shedding leaves seasonally
- *Evergreen*: Maintaining green leaves year-round

This program addresses the following SOL's

SCI 1.4: "The student will investigate and understand that plants have life needs and functional parts and can be classified according to certain characteristics. Key concepts include:

- **Needs (food, water, shelter, and a place to grow);**
- **Parts (seeds, roots, stems, leaves, blossom, fruit);**
- **Characteristics: edible/nonedible, flowering/nonflowering, evergreen/deciduous"**

SCI 2.4: "The student will investigate and understand that plants and animals go through a series of orderly changes in their life cycles. Key concepts include:

- **Flowering plants undergo many changes from the formation of the flower to the development of the fruit."**

SCI 3.8: “The student will investigate and understand basic sequences and cycles occurring in nature. Key concepts include:

- **Sequences of natural events.....seasonal changes; and**
- **Animal and plant life cycles**